Psy 190 notes part 3

Psychology of Violence and Aggression (University of California, Merced)

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- range from 0-40, recommended cutoff at 30
- We know definitions = slippery, but...
  - psychopathy characterized by:
    - emotional dysfunction - reduced guilt, reduced empathy, reduced attachment to sig. others
    - antisocial behavior - impulsivity, poor behavior control
    - at greater risk for demonstrating both reactive + instrumental aggression.
    - believed to be developmental disorder - beings in childhood + spans a variety of impaired areas.
- Triarchic Model of Psychopathy (Patrick, Fowles, and Krueger 2009)
  - 3 phenotypic constructs may vary across individuals
    - disinhibition - propensity toward problems of impulse control
    - ~~boldness~~ -
      - lack of planfulness + foresight, impaired regulation of affect + urges, insistence on immediate gratification and deficient behavioral restraint
      - Behavioral manifestations can include:
        - irresponsibility
        - impatience
        - impulsive behavior leading to (-) consequences
        - alienation / distrust
        - aggressive acting out (reactive aggression)
        - drug / alch. problems,
        - other norm-violating activities
    - boldness - Social dominance, emotional resiliance, venturesomeness
      - remaining calm + focused in situations involving preasure / threat, recovering quickly from stressful events, ↑ self assurance, + social efficacy, + tolerance for unfamiliarity + danger

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- Behavioral manifestations include:
  - imperturbability
  - social poise
  - assertivness + persuasivness
  - bravery
  - venturesomeness
- meanness - aggressive resourse seeking without regard for others, or "disaffiliated agency"
  - deficient empathy, disdain for and lack of close attachments, rebelliousness, callous, cold-hearted, antagonistic, exploitative, empowerment through cruelty
  - behavioral manifestations can include:
    - arrogance + verbal derisivness
    - defiance of authority
    - lack of close personal relationships
    - extreme competitiveness
    - physical cruelty
    - proactive aggression
    - strategic exploitation of others
    - excitement seeking through destructive means
- Psychopathy: The Challenge
  - Response sets
    - Tendency to respond to all questions from particular perspective
    - Challenge to all psych research, admittedly
    - example:
      - social desirability
    - even greater challenge among psychopaths - noted for being charismatic + remorseless liars, great at deception
    - How do we measure their perspectives on topics such as violence
      - potential solution: Implicit Association Test (IAT)
        - previously used to assess concealed "prejudices" or bias

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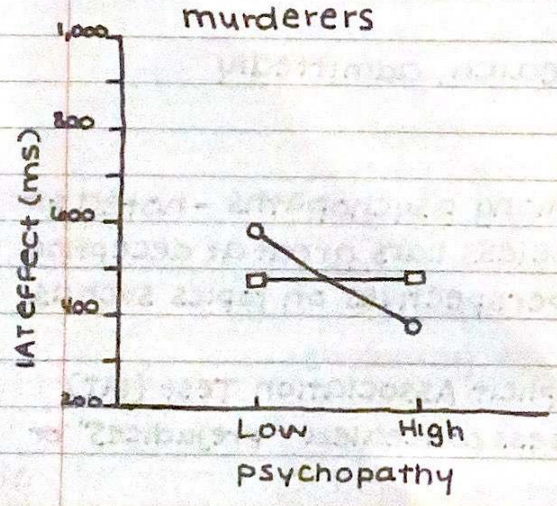
- perhaps, it was argued, that IAT can be used to asses cognitive associations w/ violence among psychopaths.

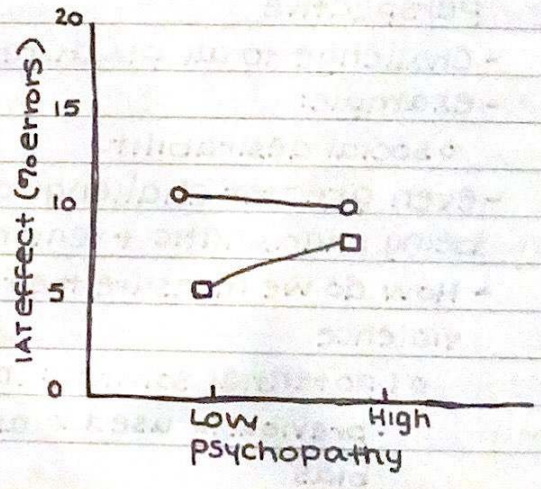
- The IAT: Adapted for Psychopaths
  - pleasant vs. unpleasant words in all caps
  - violent vs. peaceful words in lowercase
    - when response key is the same for "unpleasant" and "violent" words, then task is considered easy (congruent condition)
    - when response key is the same for "pleasant" + "violent" words, then task is considered difficult (incongruent condition)

pleasant/Peacful	Unpleasant/violent
UGLY	
"E" to classify pleasant/peaceful	
"I" to classify unpleasant/violent	

pleasant/peaceful	unpleasent/violent
Kill	
"E" to classify pleasant	
"I" to classify unpleasant	

- Sample Size: 121 males from a "secure theraputic community"
- Groups: psychopathic murderers; non-psychopathic murderers psychopathic other offenders; non-psychopathic other offends
- Results:
  - no main effect due to grouping or psychopathy score
  - interaction b/w psychopathic murderers + nonpsychopathic murderers





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- Psychopathy: A Question
  - Psychopaths engage in morally inapropriate behavior: perhaps they do not know any better...?
  - Research suggests otherwise
    - psychopaths show to score similarly to control groups (non-psychopaths) on theory-of-mind tasks (language of eyes)
    - psychopaths shown to score similarly to control groups (non-psychopaths) on moral dilemma tasks.
      - Thus, they appear to know diff. b/w right + wrong... they just don't care.
- The Development of Psychopathy
  - Heritability - how heritable is ~~psychology~~ psychopathy?
    - are psychopathic traits heritable?
    - much evidence suggest so (twin studies)
      - among Adults - heritability for affect based measure of psychopathy ranged from $H^2 = 0.29 - 0.56$
      - among Adolescents - heritability for psychopathic traits ranged from $H^2 = 0.46 - 0.51$
      - among Children (Tyo) - heritability for psychopathic tendencies showed heritability of $H^2 = 0.67$ w/ no shared environmental influence on emotional dysfunction component (callous, etc.)
  - Social Basis for psychopathy?
    - Considerable evidence for relationship b/w abuse (physical + sexual) + ↑risk of aggression + impulsivity
      - aggression + impulsivity alone, not psychopathy
      - abuse leads to heightened reactivity to threatening stimuli (↑ reactive aggression), whereas emotional dysfnc in psychopathy is characterized as flat effect (hypo reactivity.
      - In short, abuse leads to antisocial personality disorder (APD) + conduct disorder traits (hyper reactive), not psychopathic traits (hypo reactive)

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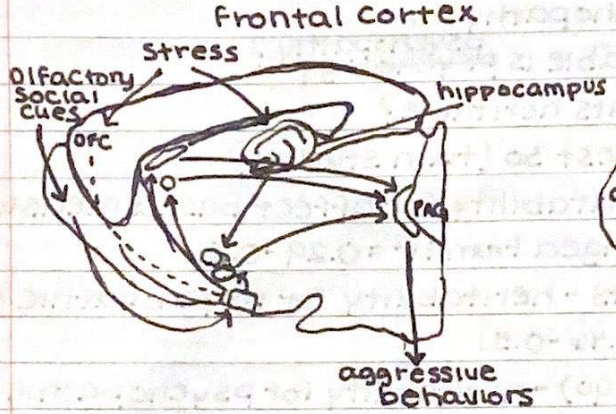
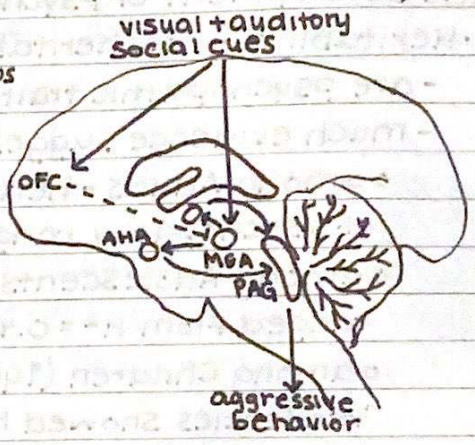
- This emotional dysfunction component appears to be at the heart of psychopathy:
  - considerably ↓ empathy + guilt
  - another core feature - excessive use of instrumental aggression.
    - Remember: ↑ reactive aggression is a feature of psychopathy, but w/ notably ↑ instrumental aggression
      - reactive aggression largely thought to be mediated by medial amygdala areas → periaqueductal gray (PAG), regulated by orbital, medial, + ventrolateral frontal cortex.





- In manny cases, pathological reactive aggression is due to hyper reactivity of amygdala in response to threatening stimuli
  - not necessarily so in psychopathy - characteristic hypo reactivity of amygdala in any situations.
- In case of psychopathy, may be due to dysfunction of regulatory frontal circuit.

- Amygdala + Psychopathy
  - adults w/ psychopathy show reduced amygdala activation during variety of tasks - emotional memory, adverse conditioning, etc.
  - amygdala integrity required for aversive conditioning, augmentation of startle response, passive avoidance learning, and fearful expression recognition.

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- as it turns out, psychopaths have impairments in...
  - aversive conditioning
  - augmentation of startle response
  - passive avoidance learning
  - fearful expressive recognition.
- Frontal Lobe + Psychopathy
  - frontal lobe associated w/ "excesive function," i.e., delay of gratification, emotion regulations, etc.
    - dysfunction in orbitofrontal cortex as well as ventrolateral prefrontal cortex is associated w/ generally ↑ reactive aggression (psychopathy or not)
    - more specifically, lesions to these regions result in ↑ likelihood of ↑ aggression tend to have attenuated activity in these regions.
- Development of Psychopathy
  - In short, we know very little beyond:
    - seems to be notable genetic component to psychopathy, though social factors likely play non-trivial (but as yet unknown) role.
    - impairments in amygdala + various regions of prefrontal cortex associated w/ psychopathy, but...
      - even teasing these 2 apart is difficult bc amygdala has projections to the vmPFC, for ex. attenuation of amygdala can result in attenuation of vmPFC
  - much more research to be done...

- Violent Crime + Race
- Violent Crime: The Numbers
  - FBI divides U.S. into 4 regions
    - west, midwest, northeast, + South
    - over + over, South has ↑ (violent) crime rates in U.S.
    - Rates in South ↑ even as rates across country ↓

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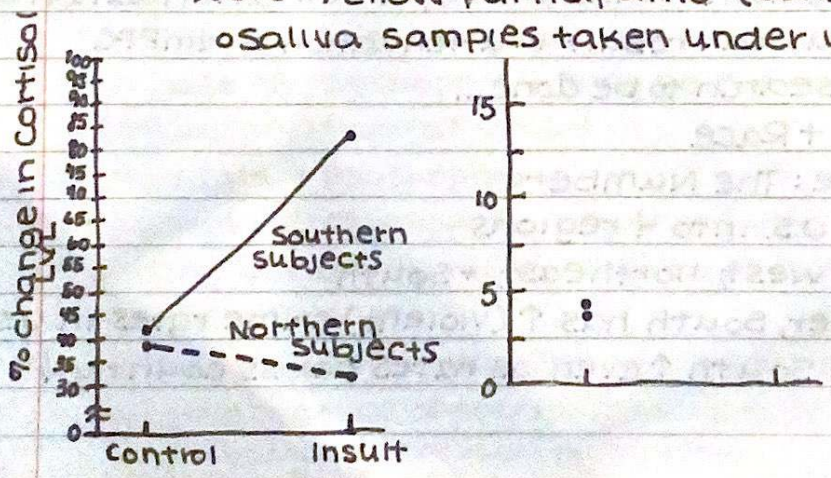
- The U.S. South: A Perfect Storm
  - Features associated w/ violent crime
    1) poverty / inequality
    2) heat
    3) The "Culture of Honor"
  - good reasons to think hot temps are associated w/ ↑ in aggression + violent crime
    - affect hypothesis:
      - hot weather makes ppl angrier
    - contact hypothesis:
      - more ppl out, ↑ likelihood of interaction, ↑ likelihood of conflict.
- The U.S. South: A Culture of Honor
  - participants - 42 northern, + 41 southern white males
    - experiment 1: filled out demographic questionnaire and were asked to walk down hall to perform task, however, on the way someone (confederate) bumped into them + called them an asshole
      - performed variety of tasks to measure anger
  - participants - 111 northern, 62 southern white males
    - experiment 2: similar to experiment 1, except insult was either public / private, + observers (in public cond.) were "fellow participants" (confederates)
      - saliva samples taken under ulterior reasons.



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- Hayes + Lee, 2005: "our results indicate... Southern white rural males... more likely to support use of violence under 3 of the 6 scenarios we considered.
  1) If adult male stranger had hit the man's child after the child accidentally damaged stranger's car.
  2) If adult male stranger was drunk + bumped into man + his wife on the street
  3) If adult male stranger was in a protest march showing opposition to other mans views.
- Target group didn't differ significantly from rest of the sample on any of the other 3 items examined

o Violent Crime: The Numbers
- Example:
  - "Segment comprising 22% of cohort accounted for... 81% of criminal convictions."

o Violent Crime: The Factors
- Basic, well-established sociological principle
  - Socioeconomic inequality breeds violence
    - o greater inequality = more violent crime
    - o goes for inter- and intragroup violence
      - ↑ overall violent crime, + ↑ disadvantaged-on-disadvantaged group crime

- The Relative Deprivation Thesis, Messner + Golden, 1992

o U.S. History: Brief Glimpse
- Slavery: 1776-1865
- Jim Crow: 1870's - 1965
  - Examples: Tulsa Race Massacre, May 31st - June 1st, 1921; Rosewood massacre, 1st week of January 1923
  - Examples: MLK Jr, Fred Hampton, COINTELPRO (1950s-1970s)
- Redlining - Systematic denial of services to residents of particular communities, almost always based on race/ethnicity (ongoing)

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- Systematic Racism: Differential offending vs. differential selection (ongoing)
  - Policing: over/ under (ghettoside) (ongoing)

o Institutional Racism
  - Not only does black driver have about twice odds of being pulled over as a white driver. They have about 4x the odds of being searched, this despite (statistical) fact they are ↓ likely to be found w/ contraband as result of searches
  - The War on Drugs: Black ppl comprise roughly 12.5% of drug users but 29% of arrests for drug crimes + 33% incarcerated
    - statistically ↑ likely to be convicted than white ppl committing same crime

o Policing: Over/Under (Ghettoside)
  - Premise 1 - Historically, policing tactics in areas predominantly inhabited by black Americans have consisted of aggressively going after "minor" crimes (e.g., drinking in public, jay walking, etc.) and being far less responsive to "major" crimes (assault, rape, homicide, etc.)
  - premise 2 - Tactics led to police often being percieved more as an "occupying military force" of the (majority white) state, rather than community resourse
  - premise 3 - Have also led to an (actual + percieved) sense of impunity, and therefore ↑ likelihood of getting away w/ such crimes, making them ↑ likely to occur
    - Conclusion: given all this (↑ likelihood of violent crime + no resources to turn to) type of "culture of honor" develops, fueling violent crime even ~~when~~ more ... vicious cycle
  - evidence of over policing "minor" crimes? ☐
  - evidence of under policing "major" crimes? ☐
    - Homicide clearence rates: Dividing number of crimes "cleared" (i.e. charge being laid) by total number of crimes recorded

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- admittedly, homicide clearance rates across U.S. are pretty dismal... but also vary as a function of... race
  - example: analysis of homicides over past decade in 52 of U.S. largest cities found "black victims, who accounted for majority of homicides, ↓ likely to have killer arrested
    - while police arrested someone in 63% of white victims
    - they did so in just 47% of those w/ black victims

- Violent Crime: The Evidence
  - Velez, 2009: Diffs. in crime rates b/w minority + white neighborhoods largely explained by relative lvls in structural disadvantages:
    - Almgren et al., 1998
    - Fitzgerald + Carrington, 2008
    - Krivo + Peterson, 1996 + 2009
    - McNulty + Holloway, 2000
    - Shaw + McKay, 1949 + 1942
  - If bank lending is part of structural inequality then we should see a relationship b/w minority regions of ↑ crime + ↓ levels of lending.
  - Results (Descriptive):
    - black + hispanic neighborhoods average more than 6 and 3 times as many homicides as white neighborhood
    - white neighborhoods recieved on average ↑ than $12 million in loans, vs. $1.5 million + $3 million loans of black + hispanic neighborhoods
      - Black + hispanic (average) = 25-39 loans
      - white (average) = 114
  - Results (Predictive):
    - using multivariate regression to predict neighborhood lending based on racial composition, while controlling for concentrated disadvantage, median housing, values, prior homicide rates, + spatial diffusion of lending

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- black neighborhoods awarded $2.4 million ↓ than white neighborhoods
- recieved sig. ↓ loans than white communities
- minority communities in general ↓ likely to recieve loans +↑ likely to pay higher mortgage rates than whites
  - even when controlling for SES factors like credit rec. etc.

- using multivariate regression to predict neighborhood homicide rates based on lending rates:
  - in terms of magnitude of loan, for every additional million dollars in bank loans, neighborhood homicide rate per capita ↓ by 3%
    - holding all other variables constant.
  - in terms of amount of loans, each loan ↓ neighborhood's homicide rate per capita by almost 1/2%
    - holding all other variables constant

- Coalition Aggression + Violence
  - Cooperation: In the Beginning
    - Kin selection = natural selection in favor of behavior by individuals that may ↓ their chance of survival, but ↑ that of their kin (who share proportion of their genes)
    - Reciprocal altruism = behavior whereby an organism acts in a manner that temporarily ↓ its fitness while ↑ another organism's fitness, w/ expectation that organism will act in a similar manner at a later time
      - given former (evolutionary process), we can see how the latter (a behavioral pattern) came about for those who share our genes...
    - Prisoner's dilemma tournament:
      - tit-for-tat strategy = always cooperate first, and continue to cooperate if opponent does. If opponent defects, then defect in retaliation. If they cooperate again, you cooperate again.

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- out performed other strategies in overall tournament even if it occasionally lost particular round
- more recent tournaments, other programs have edged out tit-for-tat, but these others are all variations of tit-for-tat
  - moral of the story: reciprocity works extremely well... when repeated interactions can be expected

• Things change when repeated interactions (and thus more opportunities) are on the table
  - "If I defect then the other person may not want to cooperate in the future. I have much to gain from such oppertunities. Therefore, I will cooperate now"
    - Hope for reward
  - "If I defect then the other person may (retaliate and harm or kill me / tell others + ruin my reputation) Conflict is risky + yields little benefit, and I have much to lose from missed opportunities. Therefore, I'll cooperate now"
    - fear of punishment

- Cooperation or Conflict
  - Tragedy of the Commons
    - Example: Public Goods Game
      - 4 ppl, all start w/ $10
      - can pool their money and experimenter will double it, then the doubled pool is redistributed equally
        - If everyone contributes $10, then the pool is $40, gets doubled to $80, redistributed 4 ways, so everyone gets $20 back from a $10 investment
        - investment = voluntary, and if everyone else invests and you don't (3x $10 = $30 pool, x2 = $60, redistributed = $15) then you make $15 off $0

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- Prosocial punishment: punishing others to encourage cooperation
  - The Public Goods Game: add option "pay to punish)
    - after pool's divided, participants get to see who contributed what
    - participants given option to punish free-riders, even though punishment is costly
      - ex: "pay $1 to subtract $4 from free-rider's payoff"
    - despite cost, ppl generally pay to punish... in subsequent rounds the donation to pool generally ↑
- The evolution of within-group cooperation led to things like:
  - reputations + reputation managment
  - gossip
  - Status + Status competition
  - more human (conflict + violence related) stuff...

- No Conflict, No Evolution
  - Cooperation often feels nice, but didn't evolve bc it's "nice," it evolved bc it confers survival + reproductive advantages:
    - individuals who cooperated w/ each other outlived and out reproduced individuals who were less or non-cooperative
    - individuals who cooperated well tended to be part of more successful group, which in turn outperformed less cooperative groups (group selection not requ.)
  - not all groups cooperate in the same way...

- Me Vs. ~~You~~ Us
  - morality is a set of psychological adaptations that allow otherwise selfish individuals to reap benefits of cooperation
    - Joshua Greene, Moral Tribes
  - moraly evolved to address Tragedy of the commons... putting us ahead of me — cooperation
    - cooperative indivs. out-compete noncooperative indivs.

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- Spoiler Alert: we evolve to cooperate w/ some ppl, but not w/ others – within groups, not b/w groups
- US vs. Them
  - When individuals compete for fortnite resources: The tragedy of the commons, which is analogous of the environmental conditions wherein within-group cooperation evolved
    - groups thus develop idiosyncratic values + expected behaviors that facilitate cooperation.
      - that is, there are culture-specific features of morality that become the default perspective, or "common sense" of a given ppl when attempting to navigate socially
  - when groups compete for finite resources: The tragedy of the common sense morality, wherein default perspectives clash.
  - Altruism = selfless behavior + a concern for the well beings of others.
    - Cooperation is a form of altruism, in that I occasionally set aside my own gains to benefit another person - we evolved to do this.
  - Parochial Altruism = selfless behavior + a concern for well-being of us, but not them
    - tribalism = form of parochial altruism, in that I sacrifice my own gains when in conflict w/ another group to benefit my group at the expense of another... we also evolved to do this.

1) Choi & Bowles, 2007: Game theory suggests that neither parochialism nor altruism were likely to have evolved singly, but via group conflict they could have evolved jointly
2) Chimps well known to "raid" + engage in coalitional aggression
3) Hamlin et al., 2013: Infants prefer indivs. who treat similar others well + who treat dissimilar others poorly
4) Macrae + Bodenhausen, 2000: Humans automatically categorize others based almost exclusively on social info.

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5) Male Warrior Hypothesis: Given males primarily engaged in coalition aggression, they show much ↑ proclivity toward in-group favoritism + out-group hostility in times of intergroup conflict

- Those Pesky Violent Men:
  - Sex Differences in Intergroup Competition, Aggression, + Warfare (Van Vugt, 2009):
    - "Intergroup conflict is ancient. Not only was intergroup conflict common in human ancestral environments, there is evidence that chimps., our closest genetic relative (+ also a group-living species), are highly territorial + their intergroup encounters often hostile.
    - "intergroup conflict may have affected the evolved psychologies of men + women differently. It's historically involved rival coalitions of males fighting reproductive resources... As a consequence, this aspect of human coalitional psych. may be more pronounced among men, an idea refered to as the male warrior hypothesis...
- Male Warrior Hypothesis
  - adult male chimps form coalitions to engage in violence against members of neighboring troops, suggesting consistency b/w intergroup violence in humans + 1 of our most closely related species
  - 200,000 yr. old mass graves containing almost entirly male skeletons showing evidence of force
    - estimated average death rates from warfare among hunter-gatherers are 13% (according to archaeological data) + 15% (according to ethnographic data), suggesting strong selection pressures operating on ancestral males.
      - Ex: among Yanomamö in Amazon Basin, an estmated 20-30% of adult males die through tribal violence
        - compared to 1% of US + Europe in

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